Rock Raider Bug/ Comment List

(latest version 05/01/99 on Intel 2 by Eamonn)

Name	Priority (1-5)	Bug / Comment
Ian	5	There is a superfluos frame of dust coming off the foot stamp of the RM (rock monster).
Ian	1	Triangle man has non transparent triangles and overall looks poor. (3rd per)
Ian	Question	What is the RM poly count that is in the game.
RD	Comment	Stew said that you now know how to do the progressive meshes. Confirm please.
Ian	2	Mini-figs in 1st person are poor.
Ian	5	The barrack animation has steam vents but perhaps too regular, is it an easy change?
Ian	3	Teleport has still got black edges on the pipes and flashing dots at transparent edges
Epb	C	What about having cursor keys for rotating L/R
Ian	3	The rubble on the shovel is like a small pebble yet huge areas are cleared, can this be made significantly bigger. (For discussion: He shovels quite slow, should his anim be speeded up so it is more fast and furious.)
Borly	1	Drill SFX to loud
Paul	2	Put in the 'yes sir ' sfx and all other sdfx that were previously there.
Epb	C	Initial advisor speech
Ian	4	Anim of teleporting pilot could be improved as discussed yesterday.
Epb	C	Discuss teleporting of vehicles with Stew
RW	2	Placing of barriers around building foundations are not always square.
RW	1	Rock monster rock floats in mid air when he goes into rock
RW	1	RM turns huge sometimes when going into rock
Paul	2	Tool tip for the panel icons to describe buildings etc.
Paul	2	Tool tip resource info to be given when placed over a foundation. We need to know what a foundation requires in terms of ore and crystals
Paul	2	Put in Spider web for large spider
Paul	5	Scrolling to the edge of the map causes strange jerky zooming effects
Ian	3	No dust effects when RM gathers rock from cave walls
Paul	5	There is no Pause key on the 'P' button
epb	C	Discuss what to do with crystals as they are not destroyed in the game
RD	Q	Can we switch off bilinear filtering /per object
RD	Q	Is the music notes in the game decals or 3d objects still.
RW	3	You can get men to run to the top edge of walls if scared there by RM
Paul	4	When over a menu, the context sensitive pointer should not change due to the map underneath.
Ian	2	The 3D advisor who appears at the side has a square on the top of his head
Ian	2	The sliding warning message icons on the RHS have non-transparent edges
Paul	1	Put the electric fence pillars on a build icon.
Paul	3	The thought bubbles are not correct for pilots. It sometimes displays ZZZ whilst drilling. Also once, whilst drilling, it rapidly flipped from ZZZ to and X.